

FIG. 1 (Prior Art)

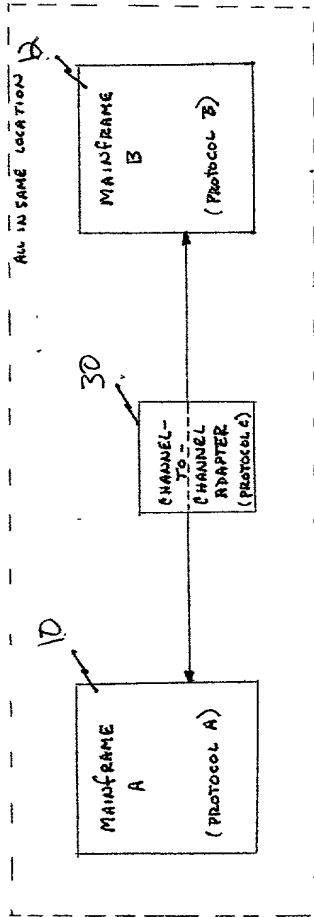


FIG. 2 (Prior Art)

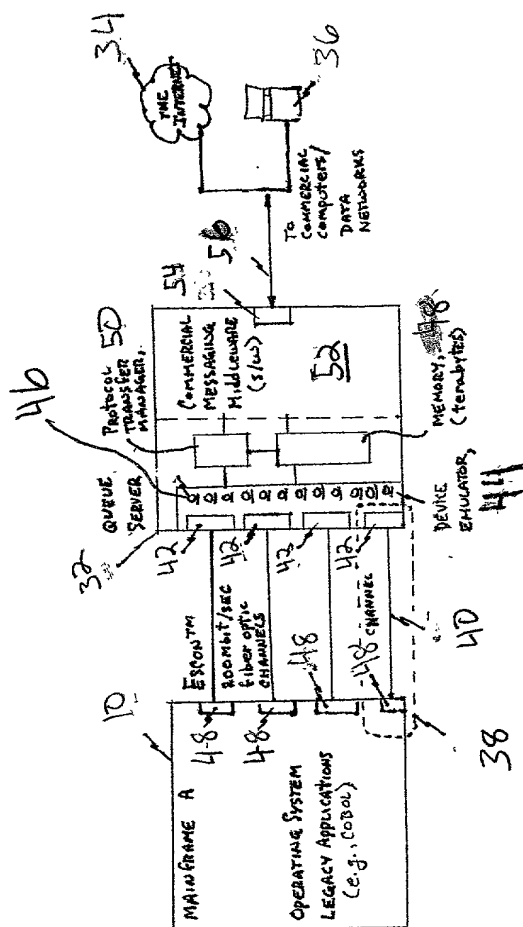
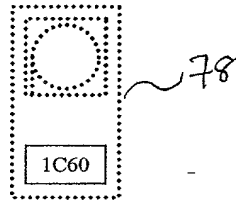


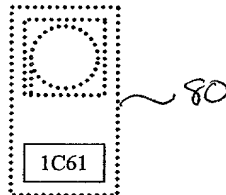
FIG. 3

The diagram illustrates a system architecture for virtual tape emulation. At the top, three **MAINFRAME** units (labeled 10, 12, and 13) are connected to a central **ESCON DIRECTOR** (labeled 58). The director is also connected to a **Real Tape Environment** (labeled 60) and a **Virtual Tape Environment** (labeled 44).
 The **Real Tape Environment** contains a **Real Tape Control Unit** (labeled 62) which is connected to a **Real Tape Drive** (labeled 64). The drive is connected to a **Real Tape Volume** (labeled 66).
 The **Virtual Tape Environment** contains a **Virtual Tape Control Unit** (labeled 68) which is connected to a **Virtual Tape Drive** (labeled 70). The drive is connected to a **Persistent Store** (labeled 76). A **Virtual Tape System** (labeled 74) is shown as a component within the virtual environment, connected to the persistent store. A **Virtual Tape Volume** (labeled 72) is also shown, connected to the virtual tape drive.

FIG. 4

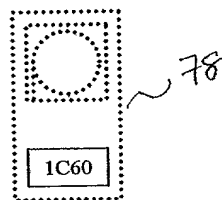
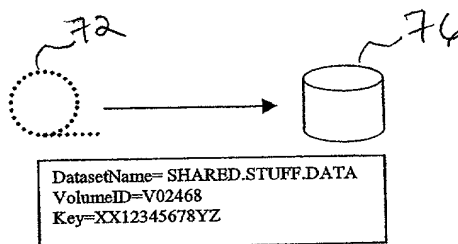


DeviceAddr=1C60
MountMode=AM
DatasetName= SHARED.STUFF.DATA
VolumeID=N10011
Key=

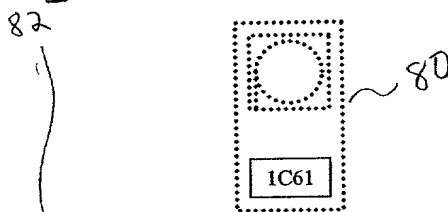


DeviceAddr=1C61
MountMode=AM
DatasetName= SHARED.STUFF.DATA
VolumeID=N10012
Key=

FIG. 5



DeviceAddr=1C60
MountMode=AM
DatasetName= SHARED.STUFF.DATA
VolumeID=N10011
Key=XX12345678YZ



DeviceAddr=1C61
MountMode=AM
DatasetName= SHARED.STUFF.DATA
VolumeID=N10012
Key=XX12345678YZ

FIG. 6

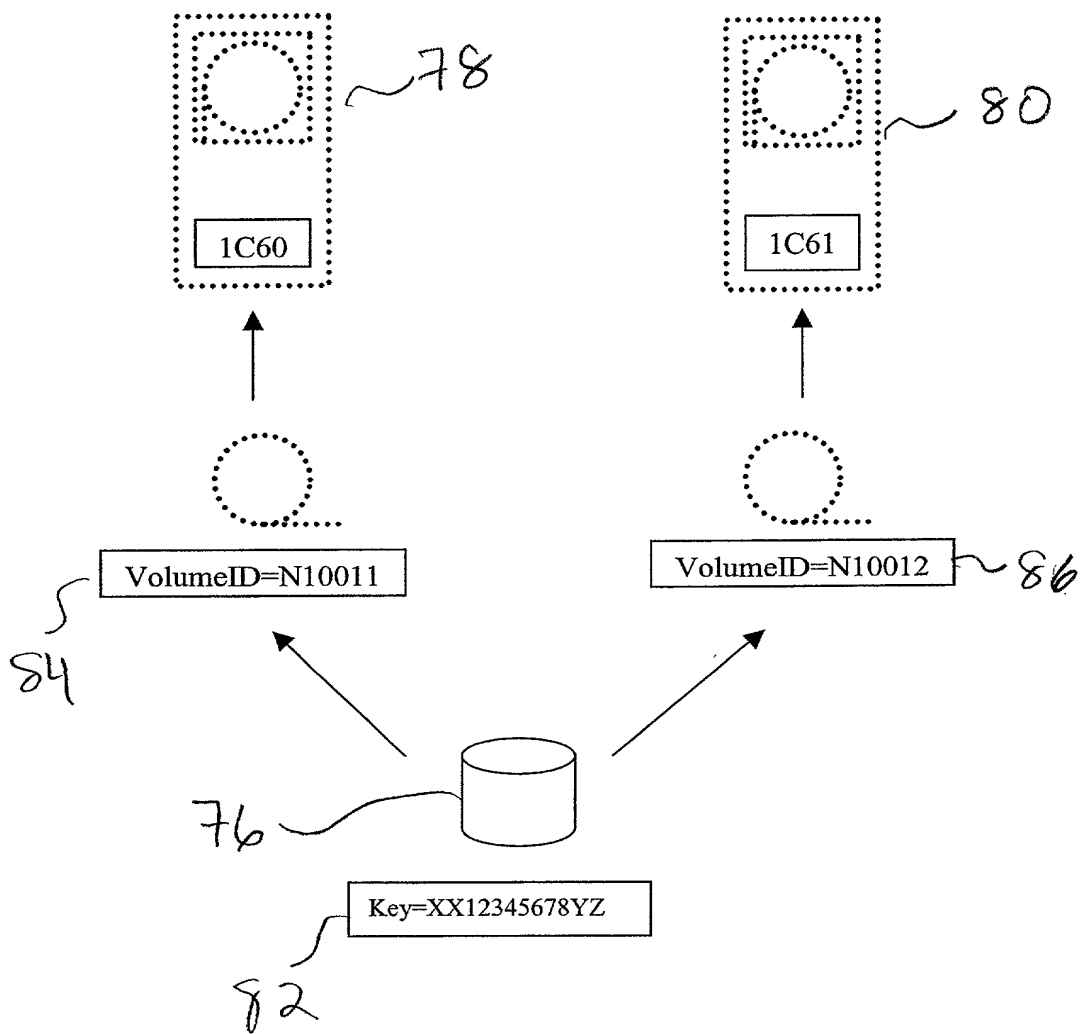


FIG. 7